APPROVED BY DRAFTSMAN
O.G. FIG. 2
CLASS 345
SUBCLASS 173

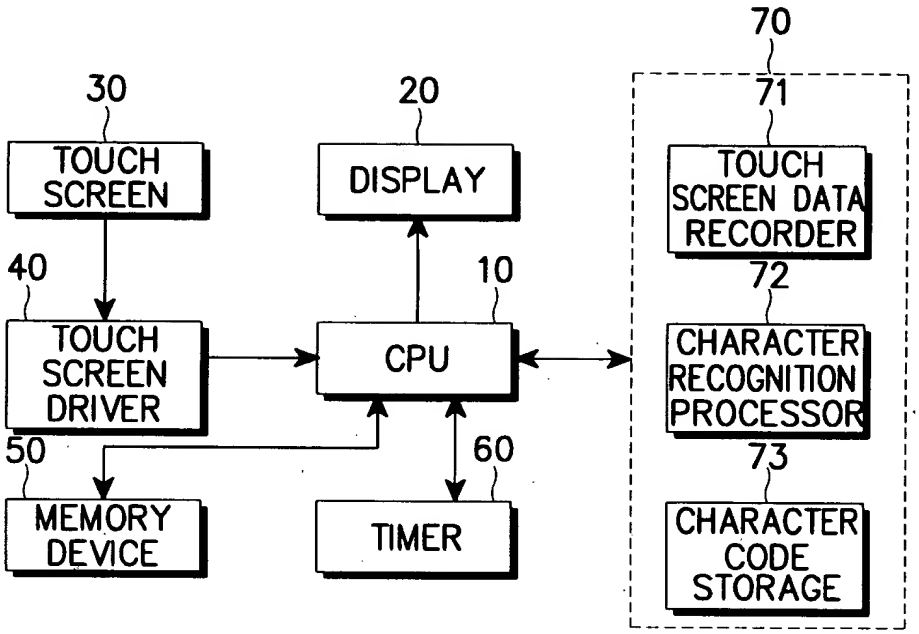


FIG. 1

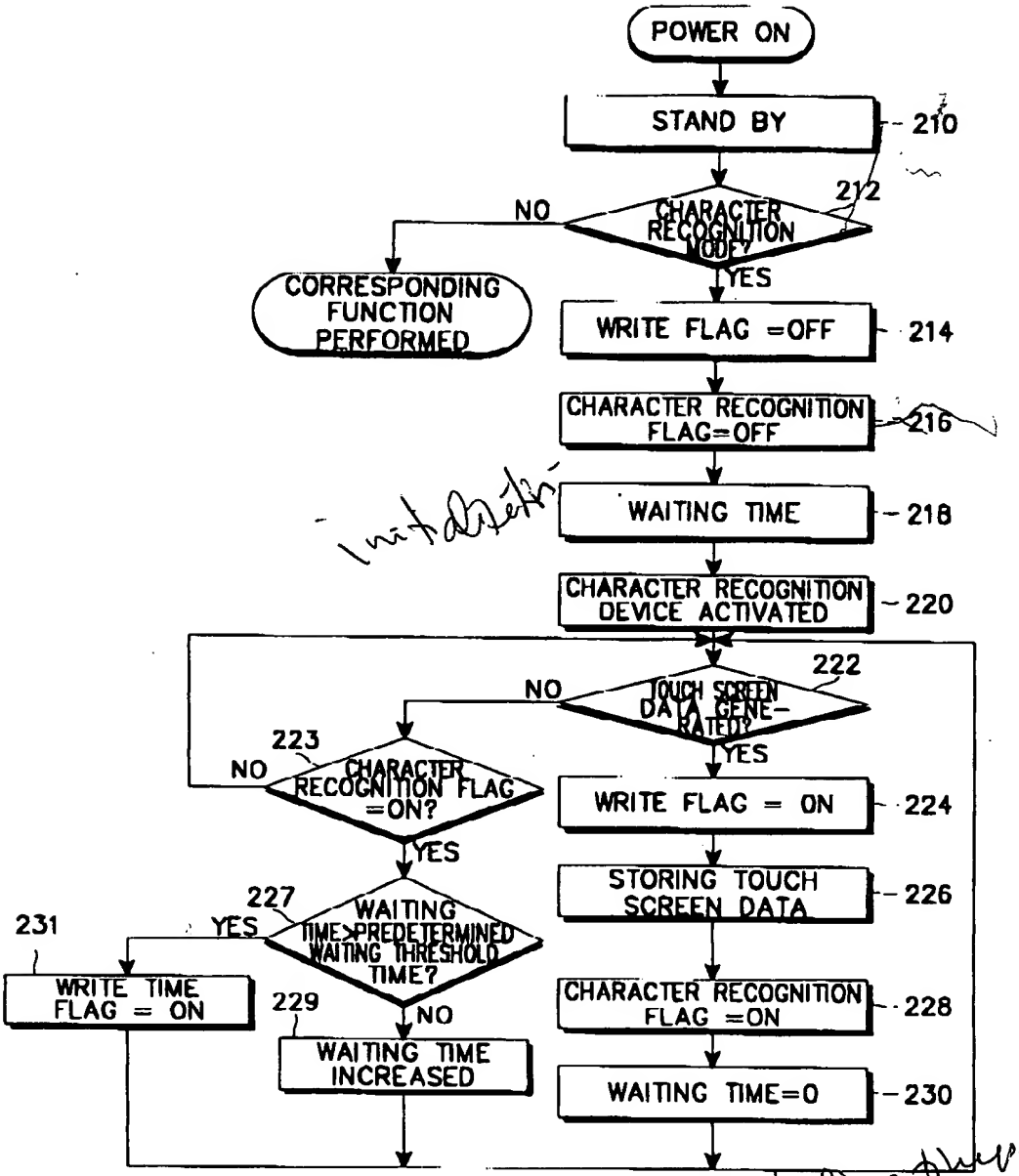

POWER ON
STAND BY
210
CHARACTER RECOGNITION MODE?
212
NO
YES
CORRESPONDING FUNCTION PERFORMED
WRITE FLAG =OFF
214
CHARACTER RECOGNITION FLAG=OFF
216
WAITING TIME
218
CHARACTER RECOGNITION DEVICE ACTIVATED
220
TOUCH SCREEN DATA GENERATED?
222
NO
YES
CHARACTER RECOGNITION FLAG =ON?
223
NO
YES
WRITE FLAG = ON
224
STORING TOUCH SCREEN DATA
226
WAITING TIME>PREDETERMINED WAITING THRESHOLD TIME?
227
YES
NO
CHARACTER RECOGNITION FLAG =ON
228
WRITE TIME FLAG = ON
231
WAITING TIME INCREASED
229
WAITING TIME=0
230

FIG. 2

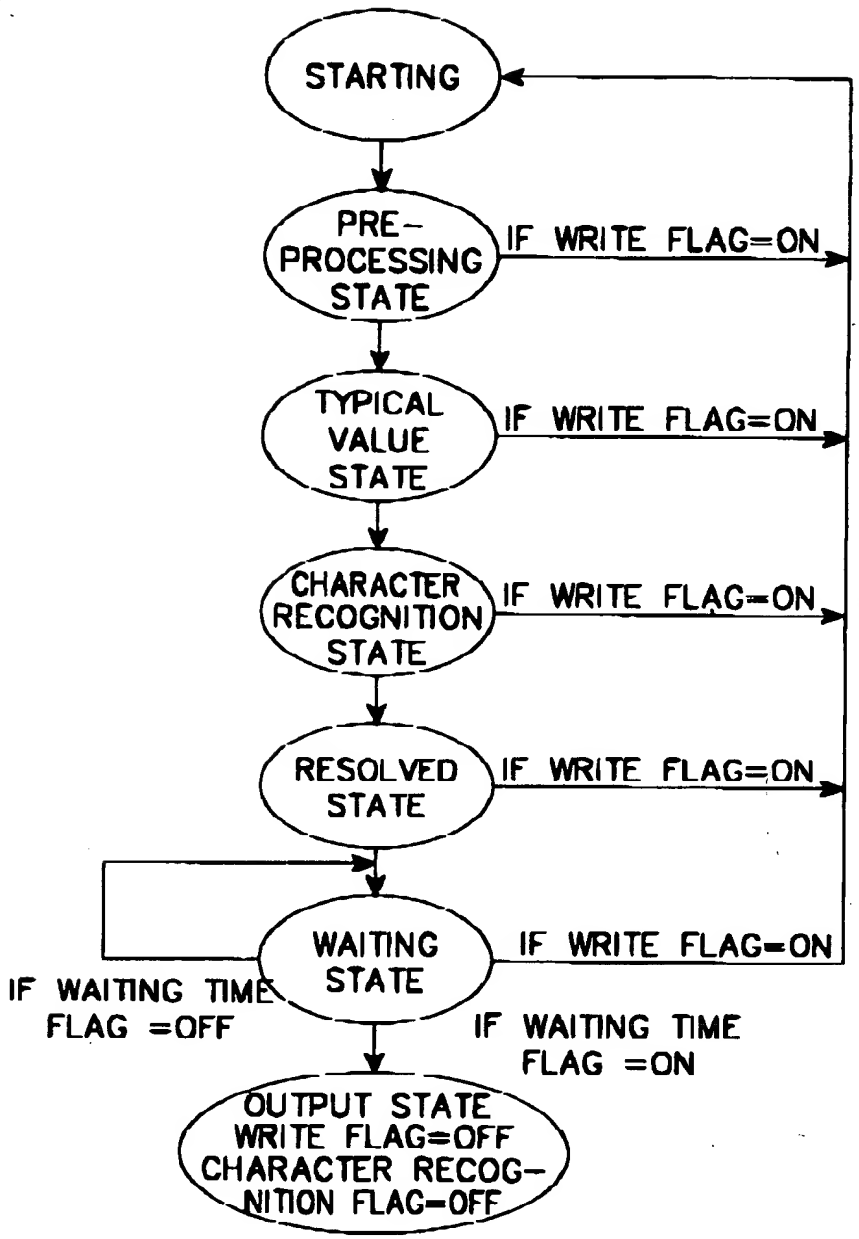
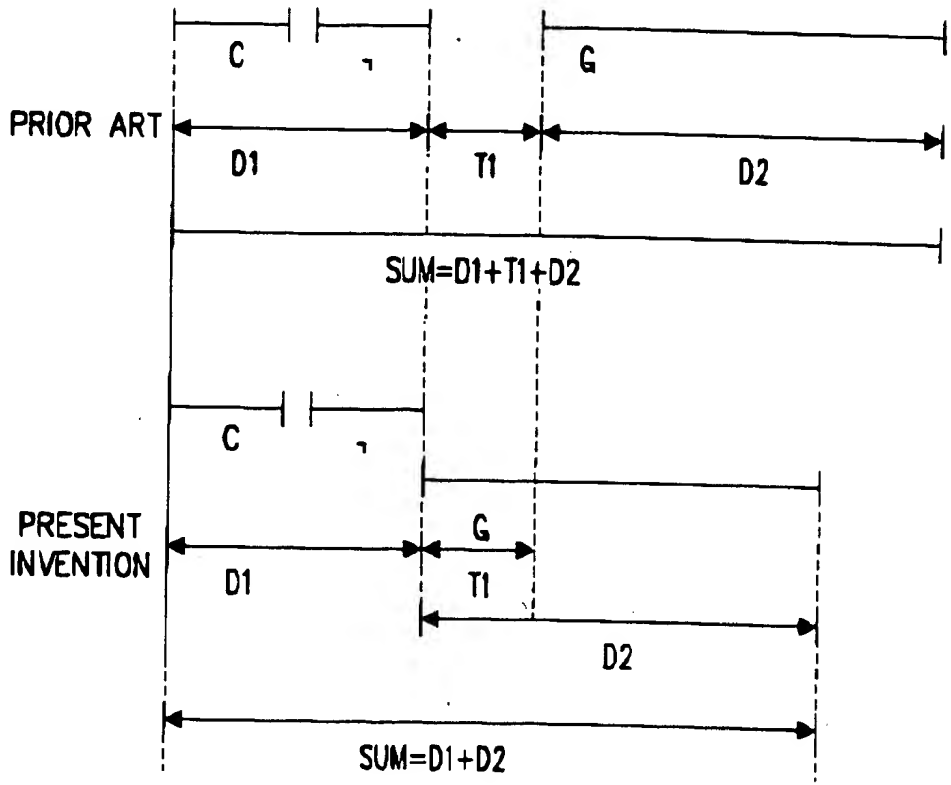

STARTING
PRE-PROCESSING STATE
IF WRITE FLAG=ON
TYPICAL VALUE STATE
IF WRITE FLAG=ON
CHARACTER RECOGNITION STATE
IF WRITE FLAG=ON
RESOLVED STATE
IF WRITE FLAG=ON
WAITING STATE
IF WRITE FLAG=ON
IF WAITING TIME FLAG =OFF
IF WAITING TIME FLAG =ON
OUTPUT STATE WRITE FLAG=OFF CHARACTER RECOG-NITION FLAG=OFF

FIG. 3



D1; TIME TAKEN FOR STORING TOUCH SCREEN DATA
D2; TIME TAKEN FOR RECOGNIZING TOUCH SCREEN DATA
T1; WAITING TIME
SUM; TIME TAKEN FOR RECOGNIZING A CHARACTER

FIG. 4